







Dragons: Our Friends, the Anunnaki

The Dragon Ladies, commonly referred to by humans as 'Anunnaki', or some misspelling of that word, are space-faring people who have probably been in existence since just after the creation of the universe. They are in the running for oldest living species— though, they *do* have some contenders.

The Dragons are a very nice people— and very nice people. Very nice people whom, you shall learn, go by many different names. A few include Kitsune; Tengu; Naga; 'Elves' of varying stripes and flavors; and so on, and so forth. The Dragons are the inspiration for a great deal of entities in fae lore. There are a shitload of them in Japan.

When I was very young, one of them adopted me. I am writing this guide in an attempt to familiarize humans with them, so that humans and the aliens can become friends again.

I'm using the term "space aliens" or just "aliens", because, it sounds cute. And humans have kinda turned "alien" into a derogatory term. Me no likey.

The illustration of the green-skinned woman is a modification of a commission I bought from [E.M. Engel](#). As is the header above. Save for the swirly symbol.

This guide is split into different sections, none of them terribly organizational, and with coverage that is not, I feel, terribly comprehensive. Why?

Because this is only the beginning.

This is your primer.

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Dedication

This book is dedicated to Shannon, Elizabeth, Lilith, Heather, Rachel, Alice, Abigail, and Sally.

It is also dedicated to Tzaph'qiel, Hana'el, Rachel, Astarte, Ephiel, Gabriel, Gadriel, Shamsiel, Ryresai, Ambrosia, Diane, Delilah, Rebecca, and Rebecca.

This book is dedicated to the countless pretty ladies who helped me, nurtured me, protected me, and made existence meaningful.

To Ruby/Lucy and Hy'do'te: you have always been great fun, and a great help.

I hope, with this, to see you all again, soon.

Oh, and to Elvyra: you'll always be a peach.

('•ω• `) ('•ω• `) (🍷🍷🍷)

To the Matriarch
Savior of a Civilization
the best and greatest Cow to ever live

Nomenclature

Names are important. You don't fuck with people's names.

Alien species are *not* monocultures. This is not lazy human-written science fiction, where we have a species that's mostly defined by one prevailing human emotion, or another. Dragons are more complex than human beings, I would say— and, in addition to their added complex(ities), they live so dang *long*.

It should be noted— and hold onto your pants for this one— that the Dragons are also not the only alien species that humans have observed on Earth. One species is infamous amongst human beings: *that* alien species serves as the inspiration for goblins, gremlins, trolls, gnomes, dwarves, and so on, and so forth. Any trickster 'demon' is probably one of them.

That species is responsible for the incident with the Flatwoods Monster.

They were purposefully fucking with humans, trying to scare the shit out of them.

Because they thought it was *funny*.

This complicates matters, as, given that there are *at least* 4-5 alien species on the planet, and *they have interacted with one another*, there's no way in Hell *any* of them are going to have any sort of consistent monoculture. Just as humans, even within a very specific microculture, cannot be adequately described in broad terms, so I cannot describe the aliens accurately in broad terms. **But I can tell you what the people I love are like!** (‘•ω•`’)

In this ethnography, I am describing the people of the Dragon species, who self-exiled themselves to Earth. Most of the individuals hail from the fourth homeworld of the Dragon species, called "Axolotl", which is also the name of the species' multi-galaxy-spanning empire. Every homeworld they've ever had, pretty much, has been named "Axolotl". Save for the one they were loaned in the first place, which originally had a name penned by another 'species'. (Not really 'species'— they can mate.)

I should also note: if you think that there's gonna be a one-to-one conversion possible between Alien speech and English, ha fucking ha ha!

There are many terms which humans have used to describe these space aliens. Some humans think of them as being 'Reptilian', but that is a poor descriptor: they did not evolve on Earth, and they did not evolve from anything snake- or lizard-like. If anything, they seem to have evolved from a species of very-large, six- to eight-armed sentient, bipedal, flying spiders, with venomous tails, who specialized in predating another sentient species on their planet. Interestingly, that species would eventually evolve to become an equal partner with the aliens, to the point where their two 'species' did pretty much everything together.

It is important to note that the 'leader' of the aliens on Earth wishes that the species, going forward, be referred to as "Dragons", a term in their language that is close in

meaning to "Warriors".

To describe the Dragons, as a species, as a whole— not just the individuals on Earth—is practically impossible. It is as difficult to describe the Dragons as a whole as it is to describe humanity as a 'whole'. I could say that Humanity is a brutal, war-like race. If that were the germ of the comparison I would like to make, I would say that, compared to humans, Dragons are very much... like cats. Only they're not terribly destructive.

In any case, some comparisons can be made.

In general, the Dragons are stronger, smarter, faster, hardier, longer-lived, and more capable than even the most-powerful human being. I have seen my adopted aliem Mother get shot in the fucking eye. Not only did She not really get hurt, *the bullet flattened against Her cornea*. She blinked a few times, and She was fine.

To give you an example of how strong they are: their children possess the equivalent strength of an adult human male. And that attribute only increases as they mature.

To the point where they can bend steel.

If I were to describe them, I would say quite simply, that they are my family. Human beings hurt me at nearly every opportunity they got. The aliens rescued me; took care of me; fed me; clothed me; and even taught me how to operate, and *fix* their ship, and its myriad technologies. They trusted me in a way I had never been trusted before, by a human— in a way I have *never* been trusted, by a human.

Throughout human history, the Dragons have been called many names by humans, but the most recognizable one, I think, is "Anunnaki". The Dragons have been called Elohim; the Naga; Kitsune; and Tengu. Even Djinn. One of their proposed names for themselves, on this planet, and off it, is "Galatian". And there are probably many more names that I have forgotten.

Humans have sighted them, and dubbed them "shadow people", and "chupacabra". One mentally-ill individual was once mistook for being the Jersey Devil.

The whole thing about them being 'chupacabra', is, thanks to possessing sets of hollow fangs, they can bleed an animal dry in seconds. I think they were probably the basis of some legends about vampires— at least, some of it. Not all of it.

They have been called angels, and demons, and devils, and Satan himself. They have been Gods. They have been thought to be succubi, and incubi. They are the 'humanoids' that human beings have seen since the birth of their species, whom they have thought were monsters, flitting in the dark.

One of them is Kuchisake-onna.

They have been called many names, by many, many generations of humans.

For ejemplo: Quetzalcoatl is one name which humans once gave to the Dragons' leader. Eris is another name She has been called. She, and other Dragons, have been considered to be Gods by humans, though this was never desired by them.

In part due to similar appearances (sometimes, twins and sibling dragons would meet the same humans), and in part due to a human deficiency in being able to tell between non-human faces, sometimes, multiple individuals have been called by the same name, by human beings.

As a short, but important aside: Quetzalcoatl's true name means "Morningstar". She is sister to she whose name means "Eveningstar".

This, I feel, is a good representation of the types of names that Anun individuals give to their children.

What's in a Name?

The interesting part about alien names is that they don't follow any real traditions that I think humans are familiar with. Humans name themselves a lot of ways, but I don't think any name themselves or each other like the Dragons do.

Note: This is a rough guide to their general naming conventions. This will mostly work on Earth, but, if human beings are ever lucky enough to meet them beyond this planet, this information might not help you as much as you'd think.

The Dragons here tend to never use their given names, those names that their parents chose. These names given at birth are built in three parts: the first is a descriptor, usually a whimsical title, and the second is what would be considered to humans to be their 'given', 'first' name. The last name they're given is the ancestral surname of their mother's side of the family.

Typically, Dragons are referred to by their titles. **This is mostly due to a militaristic culture in which it is necessary to both convey respect for the person's role, and to keep things impersonal.** As a great deal of the exiled Dragons are of a military background, this seems to mostly be an artifact of that culture. Many of them have since chosen their own personal names, or shortened titles, in order to create personal-sounding names.

The title-names Dragons choose or are bestowed can vary, and usually reflect the job they're doing; but not always. Some jobs, like 'priestess', have parts to their title-names that use archaic, ancient, flowery language parts; other title-names, like, 'technician', use more direct, modern language parts.

Whatever these names may be, they all tend to end in the sound 'el': a few examples include Hana'el; Tzaph'qiel; Azrael; Rachel; Shamsiel; Ephiel; and so on.

'-el', as a suffix, literally just means 'Worker', or 'Person'.

Here is a quick example: let us take the name, 'Tzaph'qiel'.

Tzaph' is, roughly, a transitive verb, which means 'to load', and 'loading'; 'qi' means 'dock'; so Tzaph'qiel means 'Dockworker.' Please note that this is a rather archaic term, which is no longer used to describe actual dockworkers. The term has come to mean something like 'spymaster'.

Dragons tend to work in small groups, and use universal designators within a system when they have to deal with large groups of people. Think, like, social security numbers, only they're names. In general, because they work in small groups, common worker names don't tend to overlap. But when they do, or they get real chummy with one another, they just make up whatever name they want to be called. Many Dragons go through life with many different names.

It is customary, but not required, for Dragon individuals to choose different personal names when they enter into a lasting (thought to be permanent) romantic relationship.

Mistaken for Elves

Humans, who seem to be driven to categorize everything and everyone they see, tried in vain to make sense of the brief glimpses of Dragon individuals that they got to see during their brief, short little lives. This led to a lot of human mythology being chock-full of misinterpretations of different Dragon individuals, whom humans used to extrapolate entire made-up species from (as has previously been stated).

The idea of 'elves' seems to have been partially inspired by the Dragons' characteristic, rather cute, ornate, long, pseudo-prehensile ears. **Their ears are an erogenous zone.**

The Kitsune are based on a particular group of Dragon individuals who once lived on the island of Japan; a few other Japanese mythological entities are based on Dragon individuals, as well.

An interesting tidbit is that the Tsuchinoko of Japanese legend is actually real. It is a type of animal which used to specialize in pest control, on mechanized planets, and on ships. It is now kept as a simple pet for children, as it does not need to be fed, cannot injure Dragons or even human children, and excretes no real waste. It needs to be watched around anything mouse-sized, though. **If your finger gets chopped off on an alien starship, look for it inside a Tsuchinoko.**

Interestingly, unlike Earth snakes, it is quite warm-blooded, just as Dragons are, and gives live birth as well.

Like, all the time.

It's a problem. The birth rate is intrinsically linked to how much it eats.

Tsuchinoko fucking eat vermin and shit out children.

A Final Note on Terminology

The Dragons' leader originally wanted the group to be referred to as "The Dragon Lords". As the Dragons are, more-or-less, a (weakly) matriarchal society, the term "Lord" is roughly analogous to the human term "Lady", as it refers to royalty. So, the Dragons on Earth may be referred to, in general, as Dragons, but should be specifically referred to in official documents as "The Dragon Lords".

I get to call them The Dragon Ladies, because it sounds cute. And I'm cute.

Also: I'm putting this here because I can't get around it. If I'm talking about the species itself, I'm going to say 'Anun'. It's just not possible to use the term "Dragon" or "Anunnaki" sometimes.

The terms 'aY' and 'eY' stand for Alien Years, and Earth Years.

Our Old Friends, the Anunnaki

A lot of human beings seem to think that the space aliens are just wandering around, and one day, they'll land. The truth is, they landed— crashlanded— hundreds upon hundreds of human generations ago. **The exact date is not easily converted to human calendars.** It's somewhere right after humans left Africa. **The Neanderthals might've been alive back then.**

Another useful date is, whenever the Native Americans showed up, that is about the time the aliens did, toot.

The reason that the Dragons are so represented in so many human myths is that they've been here for a very long time. And it's largely the same generation of people, who are alive today, who were alive *when the ships landed*.

There are living, healthy Dragons who were alive during the time of Jesus; they've barely even aged since then. There are Dragons who, undoubtedly, served as the

inspiration for medieval dragons. And yes, they can breathe fire, thanks to a specialized organ.

But the Dragons are very much human-shaped, and human-sized, even if they are heavier, stronger, faster, and on average taller than most human beings. The Anun also possess healing capabilities far beyond any lifeform which has evolved on Earth.

They can survive injuries that would kill human beings instantly. With 3 brains and 3 hearts, of various sizes and functions, they can survive nearly all of these organs being destroyed, and even still function better than a human being, as they re-grow them. Limbs, similarly, can be re-grown— though this is largely dependent on whether or not they have access to food, or bodily reserves.

Dragons are vacuum-enabled.

They can survive near-complete exsanguination, and only become ill about one Earth hour afterwards, due to a build-up of toxins that their circulatory system would normally metabolize / wash away.

The aliens who now live on Earth, the Dragon Ladies, arrived on Earth around the time of the mythical Great Flood. Their leader refers to this as occurring "about 50,000 years ago". The aliens crashlanded somewhere around what is now the coast of Somalia, with seven starships. There exist at least 9, total, now, but one is not in this reality. The other, built on Earth, using 'artificial' sentient lifeforms, lies underneath Japan.

The colony ships resemble traditional flying saucers, and are, amazingly, not solely of Dragon design. The ships are many, many times larger than you'd think, as well as quite different in what you would imagine their construction would be like. For instance: they are not very shiny.

Each colony ship has a diameter of upwards of 80 km (~50 miles), and consists of multiple levels within the ship itself. The ship I was raised in, which is a standard size, from bottom to top, consisted of levels reaching 22.5 km (14 miles) in height. **There is no real maximum height, outside of extreme structural constraints, which can be worked around.** These are colony ships, remember: they were built to be expanded.

Please note that these numbers are only estimates, and, as I have lost my latest calculations of the ship's true size, as worked out with a pretty Dragon lady, I do not have the most-recent, and most-accurate information. The ship could be 100 miles wide. I don't have a ruler that big.

While I thought to find the information I lost, and put it into this document, for security reasons, I'm just not going to. They're big. Like, 'you can't even nuke these things', big. Their exact dimensions do not matter, and some of that information is hazardous to give

out. I should also note that information about a few of the ships, including their locations, is simply not going to be shared at this juncture.

I should note, however, that the colony ship crash was *not* the first contact that the Dragons had wif Earth. Previously, a woman named Marduk traveled to Earth, after an attack was registered as having come from Earth. This resulted in Earth being registered in multiple star databases as a potential threat; including, a Dragon star database. (Of the Dragon Star Empire. How cool a name is THAT?!) (●◡●✿)

Back to the colony ship crash: following the crashlanding, a human made contact, while trying to save their leader from drowning.

The Axolotl Empire

How did they get here? And why, if not how, did they pick Earth? Well, the self-exiled Dragons came from what I like to call a 'star empire', because it sounds cool. But, in reality, their empire was called Axolotl.

The Axolotl Empire is, on the Kardashev scale, far, far beyond a Type III civilization. The Dragons are capable of creating stars, artificial planets, entire artificial solar systems, energy itself, and can harness quantum effects and white holes to produce almost anything that they want.

Dragon technology is so powerful that, a recent experiment, within the Dragons' leader's lifetime, resulted in the entire energy output of a *galaxy* being harnessed. This, rather terrifyingly, stopped all movement of matter in said galaxy, resulting in celestial objects that actually could not be interacted with: similar to a program freezing, but in reality. Said effect was able to be reversed, however, and rather quickly too, with not a lot of irreparable damage.

While the Anunnaki were once a slaver race, with their rulers usually living for conquest over other species, in recent years, the civilization has ceased such activities, as well as most imperial pursuits. The reason being, the leader of the Dragons on Earth is daughter to the leader of the Dragons outside of Earth, and they've come to see eye-to-eye.

What broke the Axolotl Empire originally is the exact reason why the Dragons are here on Earth. The daughter of the leader of the Anunnaki revolted, and ended up stealing the most-advanced ships and technology from the empire's homeworld, right at the height of an intergalactic war that the Anunnaki's leader had started. **This strategic 'betrayal' resulted in the war effort, on the Anunnaki's leader's part, violently stopping.** As alien species don't really want to go to war if they don't have to, the intergalactic war stopped pretty quickly, with no lives lost after the betrayal.

And so, essentially self-exiling, over 150 million Dragons on the Axolotl Empire's homeworld, also called Axolotl, were directed to a planet in a lonely star system, that one of the children of the last Empress had once visited: Earth! In the Sol system.

And that's how they got here.

And no: before you get excited, they're *not* evolved dinosaurs. That would be cool in a way, but then, they'd have cloacas. And that is *not* cool.

Actually, I'd be okay with that.

Oh: the reason why the ships crashlanded is, the Empire, pretty sore from getting their asses beaten by the Exiles, sabotaged the ships that the Dragons had stolen. And so, the Dragons were forced to crashland on Earth.

Quite honestly, if it hadn't been for the quick thinking of the leader of the Exiles, and one of the pilots, this pretty lady named Elvyra, humanity wouldn't have survived. The Dragons actually sacrificed some of their people in an effort to prevent the ships from crashing into the Earth and killing off the Human race.

Now over 190 million people strong, the Dragons live sight-unseen by humanity, deep within the Earth, in the same self-sustaining colony ships that they once crashlanded in.

They haven't always hid, though. The bad first contact, leading to one of them (who was mentally ill, at the time) trying to kill all the humans in the Great Flood, generated by gravitational forces exerted by one of their ship's engines, is a point of shame that they don't want to repeat. While they've tried to integrate into human society at different points in time, mostly they've been viewed as either Gods, or their human hybrid children have been called 'abominations', and they and their kids were chased away, as happened in Sumer.

Human folklore and other religious texts are littered with their names. The Anun have been called angels, demons, Gods, and everyone in-between. The Sumerian culture, as well as Greek and Egyptians, recorded the names of the most-active alien individuals, usually as fae or Gods; and various religions, demonic, angelic, and magickal texts, have all listed their names as summonable entities. In point of fact, nearly every single entity listed in the Key of Solomon is just a Dragon person. Some are listed twice.

And for those of you playing at home who think you see 'Reptilians' on TV: you don't. In all honesty, they have pretended to be a few people who rose to minor political positions, but, for the most part, they try to stay out of the human public eye. Think about how you would feel trying to pretend to be an alien space politician, and you can easily see how scary it would be, and how very few would even dare try it. To put it a funny way, not nearly as many politicians as you hope are space aliens. And Dragons are warm-blooded, unlike politicians.

Oh, also, a few have posed as human royalty, for various purposes; though, not in recent human history.

Absolute Units

Okay. Let me explain to you, quite briefly, the sheer *enormity* of the Anun's cosmic presence.

These are a people who have been around for so long, that they've lost track of each other, across the universe. Anun people have made 'first contact' with other species, only to find out that they're making 'first contact' with an ancient branch of a long-forgotten hybrid race.

These are a people who have colonized entire galaxies. These are a people who, through specialized mechanisms and/or genetics, have actually formed entirely new species, through Dragon people marrying non-Dragon people, and having babies.

Imagine how large a species could grow if there were no limits placed on them: no scarcity of anything, at all. Imagine that they had faster-than-light travel (imagine traveling at 322 ly a second— and that's not even their top speed)— no monetary system, and anyone could get a spaceship if they wanted one.

Now imagine that they've existed since before the Earth was even formed.

The technology they possess is beyond all measure. There are things I have seen that are simply magic. **Their clothes expand and contract to fit you perfectly.** No one goes hungry. No one is sick, nor cold. No one is unloved.

They exist in a state where people are capable of what humans would call 'magic'.

And they existed in this state long before most of what you're seeing, and can touch, existed. They had computers for *billions* of years before humans even knew what math was.

These are a people who have passed *multiple* singularities and are still here. They can make stars. They can make life. They can resurrect extinct species, and even quantumally reconstruct bodies, using their technology. (Though, there are limits, even to that.)

The vast majority of their habitable worlds— places they *made* habitable— in their most-ancient sector, are all artificial. Artificial planets; artificial suns. Things beyond Dyson Spheres. They can move solar systems with a single ship. **They can stop the motion of a galaxy with the push of a button.** They can render themselves invisible, and intangible.

Before it was destroyed, their oldest planet was nearly-complete organic, and God-made.

Now realize that millions of them have been here since before mankind knew how to even write.

Your first impulse, as a human being, is to get scared. But dial that back down, a bit, and utilize your intellect. Think about what I just said. If this is true, it means that they outnumbered humans, and outgunned them, and lived underneath them, hidden, for the entirety of humanity's existence... and nothing bad has happened. Over a hundred million people.

Can you trust human beings like that?

These are a people who, when human beings did not want them around, they did not fight. These people ran, and hid, and lived apart from humanity. **This entire time.**

I'm writing this in an attempt to 'bring them back'. Because, if they have nowhere to hide, then they *have* to come out and pway.

Emphatically, I must tell you: these are a people who absolutely, positootly *do not* want to hurt you.

When every human did nothing but hurt me, these people helped me.

Dates and Measures

The Dragons come from a civilization where the concept of a year, a month, a week, an hour, most 'minutes', and even a second, don't really have set, universal definitions. Time is measured differently in different parts of the Empire, sometimes due to it being reckoned by or through various cosmic forces; sometimes, it's due to the flow of time in one part of the universe simply being *different* than in other parts. The Empire, instead of trying to decide on a universal measurement of time, simply keeps track of all the possible ones, and allows for easy conversion between these with their available technology.

That being said, the Dragons on Earth mostly come from their fourth homeworld, "Axolotl". While it is not within my power to provide you with an exact set of temporal measurements, I *can* provide you with an approximation.

The following is not a perfect reconstruction of the Dragons' concept of time. It is a semi-adequate approximation of the calendar and date system used on Axolotl. The

numbers given are not exact: they are merely rough approximations of the real numbers.

The Anun year, at their partially-artificial, constructed homeworld of Axolotl, consists of 400 days. Each day is comprised of 40 'hours', and each day is functionally split in two. This means that people go to work twice in one day, with periods of rest at the beginning, middle, and end of the entire 'day'. **On Earth, they have fallen into more-relaxed modes of operation: they go to sleep for a brief period at night, but are mostly active.** Some try to adhere to a 36-hour 'day'.

Each 'hour' consists of about 40 minutes. Each minute consists of about 140 Axolotl 'seconds', with each second being around 1.2 to 1.4 Earth seconds.

Anun seconds are based upon the movement of a fundamental particle involved in their main power generators. The problem is, this particle does not move at a constant rate: it moves within a *range*, which, much like the speed of light, has been subtly changing. Over the years, this has made accurate time-keeping especially difficult, as even minor exertion on the power generators causes a measurable temporal fluctuation, altering this range. So, you can't use the damn thing as a clock. The difference in the movement of time between locations has also complicated matters.

There is no real point naming the particle, as I do not know enough about particle physics or even human science to try to find a comparable particle. The most I can tell you is that the particle is related to the expression of gravity as a directed wave.

With these measurements, it can be calculated:

- One Axolotl minute is about 168 Earth seconds.
- One Axolotl hour is about 6,720 Earth seconds. (~ 1.8666 Earth hours)
- One day on Axolotl is 74.666667 Earth hours, or 268,800 Earth seconds.
- One year on Axolotl is 107,520,000 Earth seconds, or 1,244.44 Earth days... or 3.4 Earth years.

If you're wondering when Dragons sleep, it's about whenever they want. They don't really seem to have any hardcoded biological schedule, beyond one where they all acclimatize to the same shared one within the group. **If they lived with humans for long enough, or on a specific planet, they seem to acclimatize to that planet's day-night cycle.** They do **not** enjoy planets that do not have a day-night cycle.

The Axolotl day was split in two because the aliens get real sleepy around the 40 Earth hour mark, and it was causing deaths.

The Anun are *probably* diurnal, but such a qualification doesn't *really* matter, as the vast majority of them live on artificially-created planets, in artificially-created solar systems. They can, and *do* make the day however long they want. The usual artificially-

created day is about 30 Earth hours long, though this obviously varies, according to the creators' preference. **Some people move to different planets just to experience shorter work days.**

In general, on Earth, I've seen them sleep around 7 hours, at most. Their sleep cycles are usually markedly shorter than what humans need. A lot will sleep 3-4 hours a day, with their version of a fatigue 'coma' being 7 hours, at most.

Sexual Characteristics

Yes, they are compatible with human beings. And, in general, their genital variations are roughly analogous to human genitalia. They 'fit', let's say. Both ways. No real hazards to 'interspecies' fucking.

It should be noted that any reference to 'male' or 'female' is for the purposes of easing human comprehension.

The one thing you *really* need to understand is that the Anun, and the Dragons especially, don't really have the same idea of gender and sexual orientation that humans do. Part of this is owed to the fact that there are 4 genital variations for 'women', those who can become pregnant; and 3-4 genital variations for 'men', those who can make others pregnant. The problem is, one of the genital variations for 'men' can also become pregnant.

Also, that last genital variation for 'men'? Present sometimes in both 'sexes'. Rarely in 'women', but it's there. **It's a vestigial trait from another species that the Anun mated with. It's another species' sex organ. Doesn't really work with Dragons.**

As the aliens are from a matriarchal society, many things are skewed towards women. And, for the most part, people with one of the 4 genital variations for 'women' possess female Anun bodies; people with one of the 3 genital variations for 'men', usually possess 'male' Anun bodies. But not always. Combinations of these genitalia are common, with the number of 'tendrils' tending to differ, but usually they're expected to be symmetrical. And the eighth variation for men usually produces an Anun individual who appears male—or, at the very least, presents with a stereotypical 'male' height, but can make someone pregnant, and become pregnant themselves.

What this all means is that individuals that humans might call 'intersex' exist very commonly. Mostly, the male/female differentiation in the species has to do with height: 'women' are taller and stronger than 'men', and are thus the ones in charge of protecting 'men', and those smaller and weaker than they. It is more complicated than that, but this is merely a primer.

Women, on average, are 7 feet tall. Men, on average, are 6 feet tall. This is for the genetically-'enhanced' individuals: original-flavor Anunnaki, 'Heritage' types', are tall as fuck. I'm talking, an 8-foot-tall person who isn't genetically-enhanced, would be *pretty* short, for their usual.

Most genitalia is compatible with most other combinations. Technology exists to alter existing genitalia for intraspecies compatibility purposes, or even add functionality.

Biological 'sex' doesn't mean shit here.

Male and female Anun genitalia superficially resemble human genitalia in function. At this point in time, I do not feel comfortable describing 'lurid' details of sex. I feel like the aliens should be the ones to tell you.

I mean... if you want it, and they show up, feel free. There are no STDs that y'all can 'swap'. Just don't try any one-night-stands without their permission. **Don't fuck these people just because you want to feel it.** That's rude.

Don't be rude.

In Dragon society, gender kind of exists, but... it really doesn't. Given that the aliens have mastered their own genome, they have the ability to quickly and painlessly make alterations to themselves on a genetic level. In effect, what humans think of as 'sex changes' are both quick and easily-reversible in Anun.

Some Anun individuals are born happy with their body. Others are not, and change it. Some just like to experiment.

As you will soon find out, a clean, cut-and-dry explanation of anything about the aliens is just not possible. Even the length of their pregnancies differs between individuals of the same species: you can sometimes expect elephant-length pregnancies, and, other times, you'll have *multiple* fully-formed babies in as little as 7 months, *or less*.

Like I said before, the aliens are *not* a monoculture. Even within their own individual sub-communities, there exists enough significant variation to make writing about all the permutations... pretty much impossible. I could write about them forever, and be no closer to describing every possibility.

There also exist multiple communities of them on Earth, and each has their own rich and unique culture that they've developed over the past ~50,000+ years. So things are gonna be different, all over.

What I *can* tell you about are a few features that might be useful to know about.

Unique Sexual Features

As Anun do not typically possess any hair save for on their heads, there aren't any real secondary sexual characteristics I can easily delineate. It's common for individuals with female-type genitals to have some hip-widening caused by puberty; but so the same could be said for 'boys'. In both cases, muscle development also becomes a lot easier, with women seeing major gains in strength, and men seeing minor gains as well. The majority of people with male-type genitalia will see a shell-like, partial 'sheath' form, and come into place, on the shaft of the 'penis'.

Interestingly, nobody fucking likes this shell. Because it hurts the guy when you're fucking. And if individuals remove it, it just grows back— sometimes, within *minutes*. Lots of people have genetic 'surgery' (genetic alteration) done, to remove this.

During puberty, women grow horns, which last about one Axolotl year, and then rapidly deteriorate. Women also grow horns during pregnancy.

Horns are viewed as being a sign of fertility. This is a trait shared with the race that human beings have referred to as 'gremlins'. Though, with them, the horns almost always are present. Even in children.

Finally, a unique feature of Anun biology is part of their physiology allows for cross-species breeding, but only with lifeforms that are sufficiently advanced and cephalized. Both men and women possess this capability.

As an important note I don't know where else to put: Human and Anun hybrid children were once referred to by humans as "Nephilim".

Miscellaneous Minutiae

They are warm-blooded and bear live young. They breastfeed, but kids, quite honestly, are ready to eat meat at a pretty early age. You can expect an Anun child to be breastfed for roughly a month, before they should be fed solid food. As with humans, there is debate of how long to breastfeed.

Impregnation in a female Anun individual is completely volitional. It is not possible for an Anun woman to get pregnant unless she consciously, using specialized muscles, takes and implants the recipient genetic material in question. Fine control over this process is obtained over time, allowing for multiple willfully-induced, co-current pregnancies. I am not going to tell you how many uterii they have. There is one opening for this purpose.

Anun women do not undergo menopause.

Men do.

Postpartum depression and a feeling of loss after birth are common with Anun mothers. Communities of mothers often take care of one another's children, sometimes to combat this feeling.

Anun babies are mobile *within seconds of being born*, and usually have more than a few teeth, which often aggravates the breastfeeding process. Anun babies usually come out with their wings folded over them, looking much like eggs.

Anun babies are able to crawl up walls, along ceilings, and *are capable of flight from birth*, leading to midwives having to 'catch' the baby and secure them in their arms, in order to ensure that the babies do not run away and hurt themselves, or otherwise get lost.

Anun birth is a debilitating process that requires several drugs and compounds to be administered to the woman, especially if her genome is that of a Newer type. Heritage type individuals benefit from these chemicals, but often go without. This is probably because it is distinctly difficult to kill a Heritage individual.

Heritage-type children, when they come out of the womb, are not as spunky as Newer-types, and tend to sleep for days after being born. This is a fact that often worries their mothers, who often spend long hours watching their babies, just trying to be sure that they're still breathing. As Anun take around 6-10 breaths a minute, this is a harrowing ordeal. Anun 'heartrate' is also markedly low, especially compared to human beings: as little as 40 'beats' per minute is rather fast for them.

And yeah, I was an alien midwife. And it was great.

Sexual reproduction is possible at human-comparable ages, though generally it's a little bit later than in human teenagers. Growth of an Anun individual finishes somewhere around 40 aY, with their brains and spines finishing development sometime around there. Hybrid children tend to mature at the rates of the non-Anun individual's genome.

Single offspring are common, especially during the individual's earliest pregnancies. Most first births consist of one or two children. Identical twins are possible, but do not really seem to be represented any more or less than in human beings.

I have never observed a woman give birth to more than four children at any given time.

Physical Characteristics

The amount of body types, and general bodily configurations, of all Anun and innumerable hybrid species, is not possible for me to enumerate. What I'm going to talk about are the three main types of people found in their communities on Earth. The third

listed is not very common, but I know individuals who have that bodily configuration. So I feel a need to represent them.

Being masters of their own genome, and they themselves being a hybrid species, a hybrid of the first Anun, and another species, the fact that there is great diversity within the Anun should come as no surprise; Anun come in many shapes and sizes. Men tend to be more gracile and shorter than women, while women tend to be bigger and stronger than men. There do, however, exist many variations, and even a few exceptions to this.

The Anun are a race which has mastered genetic engineering. They can easily activate and deactivate many of their genes, to produce various effects. Examples of these include turning on and off axillary hair; pubic hair; fingernails; claws; and subtle changes to skin color are possible. More-extreme changes to eye color are possible, at the risk of temporary blindness (until the genetic alteration is undone). **The utilization of vestigial muscles, to control more than one set of arms, is possible, and common in some fields of work.**

There are currently three major types who live on Earth: "Newer" types, who, as a result of genetic engineering, are shorter, smaller, but hardier than the "Heritage" types, who are not as heavily genetically altered. The third is a result of the two types having children together. The third type can appear similar to the "Newer" type, or, can present and develop as a six-legged, two-armed 'hybrid'. These hybrid children are larger, on average, than even the Heritage types. Being so large, surgery is sometimes used to place them in smaller, more-agile bodies, though this requires amputation of two pairs of their legs, as well as shifting around part of their overall spine, resulting in an exceptionally long tail. **Oh, they all have tails, and wings.** Though the wings aren't always consciously visible.

All types are sexually dimorphic, with the women being larger, on average. The difference in size and height in the third type is statistically-significant, but visually negligible. In general, all Anun body types seem to be about 20-25% heavier than a human of the same size and shape; and, the female of any Anun body type variation will be about 15% taller than the male body type. It must also be noted that, though you will not see many 'skinny' Anun, I have almost never seen one who was overweight. Most seem to be pure muscle, though this is probably owing to the ship's very large ex-military demographic.

"Heritage" types, an earlier genetic form that is perhaps closer to the species' original size, are taller and heavier than the Newer types. Add a few more percentage points to their heights and weights: they are big. There are few who are below 8 feet tall, and I doubt many of them weigh less than 300 pounds. My friend Shamsiel, a blue-red iridescent-skinned Dragon, weighs about 400 pounds, and stands at around 9-10 feet tall; even taller, when standing up straight.

The third, (at least) six-legged hybrid type, is slightly taller, and much, *much* heavier than the Heritage types. A variation of this body type sometimes has 2 legs, but multiple arms: usually, six. Previously, this was thought to be a mutation from an originally-two-armed form; but may actually be closer to their original body type.

Numerous other 'types' exist outside of the Milky Way galaxy, but these types were not present in large numbers on the Axolotl homeworld. **A lot of these are the result of special hybridization.**

Basic Body Configuration

While there are many variants in body architecture amongst Anun, there are a few commonalities. Cephalization is present in every Anun, and nearly every Anun hybrid species. Each Anun has, at the very least, two legs, two arms, a head, and a torso. There are, however, structures which have no human analogues. These are mating horns, previously described; wings, capable of independent, unaided flight; and a tail, which is part of a complex spinal system. **Depending on how you divvy up the structures / systems, they have 2-3 spines.**

Interestingly, Anun possess a natural, inborn ability to 'cloak' these unique aspects. At willful mental command, any given Anun can render the external parts of their spines, their wings, and/or their tails, completely and totally invisible, and intangible. The process, once completed, requires no continuing conscious effort on the individual's part to maintain, and can be instantaneously reversed. **Children often accidentally activate this innate ability over their entire bodies, appearing invisible to the human eye.**

With these features gone, the connecting tissue that once laid underneath them is oddly smooth, and yet still seals the body completely. Most find it extremely uncomfortable to be touched in these areas, when these once-protective layers are cloaked. They are 'far too sensitive.' Like the underneath of your fingernail.

Though 'invisible' and sometimes 'intangible', the cloaked features can interact with physical space, but not in any damaging way. Their tails can knock things over, but there is no danger of these cloaked parts suddenly becoming tangible while inside an object, or, worse, a person. These features cannot actually phase back into tangibility if they are embedded intangibly in solid objects. At least, not without causing significant, crippling damage to the person coming back into tangibility.

The reappearance of these features, if done in a gaseous or liquid environment, produces a mild 'explosive' effect, as if a vacuum were suddenly being filled. **Looks like sparkles. (●~●✱)**

These features, even when cloaked, are fully functional, controllable, and are sensed by their owners. An Anun's wings are also just plain fully functional: every Anun can leave Earth's atmosphere unaided. Though Anun are vacuum-enabled, it is unclear as to how they navigate through space unaided. It is said that they utilize a certain kind of natural propulsion that does not require even conscious movement on their part.

Fine Details of Unique Features

The Anun spine is a series of 2-4 organs, working in concert. It is, essentially, the beginning of their fifth limb, as their tails are prehensile. Three of these organs are like human spines; the fourth is a soft organ, somewhat resembling the soft tissue of the human heart, though much longer.

Anun tails are mainly an extension of their spines, and, like the exterior of the spine system themselves, consist of an external spinous *and* transverse process.

Anun wings are a separate set of limbs, and, by way of muscles wrapping around the torso, appear to connect partially to several muscles on the chest, directly underneath where the pectoral muscles / breasts would rest on a human. The wings themselves feature feathers, ranging from black to white: sadly, no colors of the rainbow naturally appear in this feature. Though, I have seen one paint their wings the colors of an alien rainbow!

Anun musculature does not match humans in the least. However, many systems seem to perform similar functions. Specific differences I've noticed are that no analogue to the human trapezius muscle exists on the Anun back, nor is there any rhomboid muscle. A newer type Anun's back does not 'bunch up' when the muscles are flexed, as seen in humans. As the Heritage types are nothing but muscles... it's kind of hard to tell. In the 'Newer' types, no human-analogous muscle structures exist in the thighs: those muscles are smooth, and never really bunch up, as seen in muscular humans.

Analogues, duplications, and extensions of muscles superficially resembling the Latissimus Dorsi and Serratus Anterior muscles in humans can be seen on their sides. These appear to have once served as vestigial adjuncts to limbs that are no longer present. Said limbs, apparently two additional pairs of arms, would have once extended from blank, flat, round, Scapula-like surfaces on their backs. In the modern era, they appear to serve some function which enhances the strength of the extant limbs. Prosthetic devices can also be fitted which use these semi-vestigial muscle groups and places of attachment, to control additional pairs of limbs.

In all types of Anun, there exist bone and muscle structures which extend from the lower 'ribs', down to their form of the pelvic girdle. This structure encases the midsection, forming a 'girdle' around the waist, protecting that area. Movement and

flexibility are not hindered by this system. I think it was designed to protect their wombs.

Anun abdominal muscles are largely analogous to those of humans, though there is an increased tendency for the lowest two abdominal muscles to form raised surfaces, rather than the flat, V-like connection which typically extends to the human pelvic region.

Besides that, 'smooth' muscle which does not 'bunch up' when utilized exists at the human equivalents of the Newer types' quadriceps, biceps, and triceps. Function remains much the same. Rotation of the joints in the arms and legs exceeds 360 degrees, both ways, at nearly every point, allowing for quadripedal movement. Heritage types have a bit more flexibility, and can appear hyper-muscular in appearance.

Fine details of the head

Anun eyes are flat, and consist of cells, much like a fly's eye. They come in every color imaginable. Their eyes appear to be compound, and enable them to view things completely in focus, at multiple different angles, simultaneously. While a human eye focuses on something, and everything else around it will appear blurry, no such phenomenon occurs in Anun. Whatever organs present also allow for depth perception with the use of just one eye.

There also exists, underneath the 'scales' of their eye, a round, ball-like structure, that seems to be roughly analogous in function to a human being's pupil. If you search for this, you can always see what or whom the Dragon individual is looking at. This structure seems to be capable of 'slitting' vertically, like a cat's eye. The underlying structures are almost-invariably red and yellow, and 'flash' when they open suddenly.

Anun eyes can grow and shrink, to sizes one might not expect. Their normal ocular configuration places their eyes in a mild V-like shape, similar to how Grey aliens are perceived in American media. In point of fact, they are what is perceived to be "Grey" aliens: user camouflage found in Corvette starships renders the Anun bodies all-white, while their eyes will appear a shiny, mirror-like black. Such technology also has a strange effect on human perception, producing an Alice-in-Wonderland-like effect that leaves humans unable to perceive scale correctly for the duration that said camouflage is enabled.

The Anun do not have much in the way of a visible nose. If you were to touch where it sits on a human, on an Anun's face, you would feel a soft, squishy 'bump', which hides two nostrils. These nostrils are often imperceptible, even when they are breathing.

Anun do not have eyebrows. Though genetic configurations exist that allow them to 'enable' the growth of eyebrows, these are not standard, and never seem to have been a

part of the species' original genome. They do have eyelashes, however: top and bottom.

The Anun mouth can open quite wide, though rarely do they ever utilize this flexibility. Their prehensile tongues run the length of their equivalent of sternums, and are attached down there, running up their throats and resting in their mouths. This structure, while usually anchored in the middle of their sternums, can move.

Anun ears, seen as a pseudo-sexual feature, are ornate, long, and pointed, and are capable of being moved around much like a cat's. They are best described as elf-ears.

Anun individuals, in general, are receptive to being pet like cats, on the tops of their heads. Always make sure to ask first, though.

Fine details of the extremities

Anun Newer and Heritage type have five fingers, and six toes. To be more specific, Anun hands feature four digits, and one thumb. Flexibility of these digits is a lot higher than in humans: they can bend their fingers backwards, and their thumb has a wider range of motion and rotation. Their thumbs are on the same sides as humans' are.

Their feet consist of toes in the same configuration and orientation as human feet, though they possess five smaller toes, which are nearly all the same size, and one 'big' toe. A vestigial trait from the intermarrying of the 'gremlin' species allows them to use their feet in ways that are similar to human hands.

Though this document is not about the 'gremlin' race, it is necessary to point out that the 'gremlin' species possessed 6-7 fingers, and 6-7 toes, with thumbs and big toes on each side of their hands and feet. The utility of dual opposable digits at the end of every limb is unknown, but, some technology used to fix parts of the ship requires the user to have two opposable digits, sometimes on as many as three different 'hands'.

Anun legs and arms possess an additional joint which allows them to bend their forearms and shins in ways that would result in a compound fracture in human beings. This appears to be used in extreme styles of locomotion, in which they can easily run on all fours, like big cats. Usually, Anun walk bipedally, like humans do, however.

It's really fun to ride on their back. (●●✱) They can go REALLY fast!

Skin and Scales

Anun individuals can have almost any skin color, with hereditary only very rarely presupposing or limiting the skin color they are born with. I have seen red Dragons;

blue; green; purple; chalky white, almost chamomile; black; and of beautiful, indescribable, iridescent hues. And, a few who have 'human' skin colors.

In general, a green Dragon is capable of giving birth to a dragon child of any skin color, though some skin colors are more or less likely. There are families in which green Dragons have given birth to both green and blue dragons. The differences do not matter.

Anun 'skin' has at least three layers; the inner-most flesh will not be described here.

The first layer is waxy and glass-like, and partially consists of a protective set of 'scales', built in a specific geometric shape, to produce a set of biological 'armor.'

The second layer is much like the skin of a salamander: smooth, soft, and supple. You can feel this through the scales, quite easily.

Do not try to pry off an Anun's scale. It is very sharp and it will hurt both you and them.

Life Support, Organ Systems, and Nutrition

On the inside, Anun are many times more complex than humans. Anun, however, do not possess an analogue to human intestines: instead, they have two stomachs, one of which serves as a backup to the first. While they are technically omnivorous, even able to extract nutrients from certain kinds of rocks and metals, functionally, they are carnivorous to me. Because feeding them meat is what allows them to heal the quickest.

Anun dentition consists of at least one row, but up to 4 rows of long, dagger-like teeth. These rows run top and bottom, and are fully retractable. These teeth grow regularly in rows, and are lost and gained with use and age. Mental stress can also cause the growth of additional rows of teeth.

Let's just get this out of the way: I know where their vital organs are. But I'm not going to give you any specifics, because I will never help humans make anything that can hurt them. These people are my family.

The most I can say is that they have a circulatory system that is vaguely comparable to ours. Their hearts are in about the same place as in humans. In case you were wondering, being shot in the head will not kill an Anun. You genuinely will not be able to kill these people with human weaponry. I would implore you to not even try. They're not here to hurt you, and you're just gonna hurt their feelings. **Also, they can heal from some pretty catastrophic brain damage, nearly instantaneously.** One of my friends, on the ship, *lost half xer body*, and was still talking to me. Yeah. **Metal.**

An interesting difference between humans and newer type Anun is that Newer type individuals do not have humanoid lungs. In around the same place, Anun possess something that looks like a 'book' lung, but it functions much like a human lung in practice. The resultant organ was designed to function even when perforated, something that it does quite well.

Heritage type individuals, strangely, possess humanoid lungs.

As has been aforementioned, but probably not in as great deal as I wanted, these people don't even need to breathe. They can survive airless environments indefinitely, provided that they can eat. **When they cannot breathe, it seems that a separate system comes into play, and starts metabolizing their food and bodily reserves, in order to maintain life.**

In the Anun military, prior to the exile, and still now, in some remote places, *being sent to a location without breathable air, and only food, is a punishment.*

Miscellaneous Minutiae

Three hearts, three brains. They can survive near-complete exsanguination, and destruction of all of their hearts, and most of their brains.

The hands of any given Anun individual are quite perplexing. Through the palm, and some of the fingers, some parts of them, at the very least, it is possible to see their inner-workings. Though the species seems to be 'organic'— they're likely silicon-based, so whatever that word means, is up to you— inside their palms, the mechanisms inside look very clock-like.

The Anun can survive temperatures vastly exceeding the surface of Sol— at the very least, in short bursts (as in, directed energy fire). **I have seen these people fall into lava, and molten gold, and come out just fine.**

When it comes to being 'vacuum-enabled'— they feel a desire to breathe. It hurts when they can't, or is at least very annoying (similar to how it feels for a human being not to breathe, yet, survivable).

They are masters of genetic engineering.

Information for Loved Ones

I'm not going to lie to you: at this point, I don't really know how to format this book, nor where to put this information. I need to get this information out there. So, I'm just

going to wing it. **Here is the most-pertinent information you will need, if you become a space aliem's friend.**

Dragons don't really drink water. Well, they do, but they can't really live off of it, like humans do. A chemical, smelling much like sulfur, is added to the water that Dragons drink on Earth. This fluid, also available as a powder, is added to all the 'water' that they use: it even serves as a sort of soap-and-rinse, in the bathing systems that they use.

When they have only 'pure' water to drink, and no powdered drinking chemical additive, they can get some of whatever they need through chewing on rocks, here—but they don't really like it.

The diet of an Anun seems to mostly be of meat. While they are technically omnivorous— capable of deriving nutrition from nearly anything— most prefer to eat meat.

Anun do not eat the meat of sentient, sapient lifeforms, like humans. Also, human beings taste like shit. They also take far too long to reach maturity to serve as a food crop, even if they were interested in humanity for that purpose. Which they are not.

Cultural records, specifically ancient recipes and surrounding folklore, suggest that the main prey of the Anun were amorphous, pseudo-amphibious lifeforms, said to swim through 'time'. These lifeforms, which were said to reproduce through horizontal and cross-species gene transfer, appear to have resembled something like a cross between a raccoon, a squid, an octopus, and a slime mold.

Safety Concerns for our Anun Loved Ones

If you love a space aliem, you're going to want to know what can hurt them, and what can't. At this point in time, not only do I not know of any weaknesses, but if I did, I could not safely communicate them to you.

However, I can tell you what Anun individuals are universally immune to, in a very generalized way.

Anun individuals' skin cannot be penetrated nor perforated by conventional human firearms. Even a rail gun isn't gonna do much. Bullets don't work, Jon, even if they were to be shot in the eye: as I've witnessed a bullet flatten, after it impacted with an Anun lady's open eye. (My adoptive Mother.)

Humans do not possess the strength necessary to overpower Anun individuals. As someone who has wrestled with a few of them, for fun, it's no contest. And I can lift up a car.

Anun can lift over 800 pounds with ease, and, with a mild danger of spine 'sprains,' can lift and *throw* 2,000 to 4,000 pounds. What I'm saying, is, yeah: they can lift up, and *throw*, a car.

This means that their aid should be enlisted *immediately* if anyone is pinned by a vehicle.

Human bladed weaponry stands a minor risk of slicing, but not perforating Anun scales. In general, they can still cut their hands when they're dicing vegetables.

Heavy explosives, even tank shells, cannot damage Anun. However, pregnant people should be shielded from such things.

When the ship crashed into the Bay of Africa, the vast majority (over 99.99% or more) of the Anun on board, *survived*. **They survived crashing into a fucking planet.**

Back to pregnant people: the Anun bone girdle protects the child in the womb, in most cases, but is not unbreakable. Soft tissue damage in certain places therein raises the risk of miscarriage. Please be as careful around a pregnant dragon's stomach as you would if they were a human.

There is no risk of heavy metal poisoning for Anun individuals. Their natural biology, paired with some sophisticated genetic engineering, allows them to metabolize pretty much *anything*.

Arsenic and Strychnine are not poisonous to Anun. Cyanide has no effect. They don't breathe oxygen.

Arsenic is the basis to their most-popular mother sauce. And I'm not talking breast milk.

Special Genetic Information

Let's say that you're a human who has become part of an Anun family. You become part of the family because you fell in love with an Anun individual; or, maybe you were just adopted. (It happens more than you think.)

As an aside: there are quite a few human beings aboard the ships. Why? Because, as human history took place, Dragons just couldn't bear to see some people suffer—especially, children. So, they typically 'rescued' them. **This is probably where 'dragons kidnapping maidens' came from.**

Back to the topic at hand: okay. There are a few things you should know. For one, the Anun have a hivemind. It stretches out through time and space. Eventually, you are

probably going to have to deal with this. It's going to be overwhelming, but that's okay. It is not an all-encompassing, controlling overmind.

Imagine, if you will, a form of wireless, mental, telepathic communication, where every single person connected to it can speak to one another, and, upon request, exchange information. But, these are still individuals. The 'hivemind' is not anything that has any control: it's like a mental Internet.

Another thing you're going to have to learn about, if you want to have children wif them, is that there are a few ways that an Anun individual can genetically 'bond' with a human. The primary way hurts like a motherfucker, as your reproductive system is 'augmented'. There's no superficial physical change: just a bit of genetic engineering. **This is a part of their physiology. This sort of implantation may happen spontaneously if they like you, and you touch the small of their back, where that 'geneseed' rests.** Do not fucking touch the small of their back unless you're prepared for a specialized scale the size of a potato chip burrowing its way through your flesh, making its way for your reproductive system. This scale is just above their tail.

Because the process is pretty much invariably painful, and leaves a specialized scale inside of you, when it comes to adults, most of the time, people elect to just do this through a simple injection, by way of syringe. Once the Anun DNA fuses with the human DNA— and, for maximum compatibility, vice-versa, not only are the two individuals now sexually-compatible, but the Anun individual can now more-easily heal any of the human's injuries, through an innate special ability. (Usually, this takes the form of something that looks like the laying of hands.)

In emergencies, introduction of DNA into a non-Anun individual, or a non-related Anun individual, can be done manually through the use of a set of an Anun individual's small, specialized, hollow fangs. Most often this is done when Anun individuals are trying to rapidly heal injured, unrelated alien children. It actually kind of tickles. My adoptive step-Mother bit me just above my right eye, on my forehead. It was quick and pretty much painless, and enabled her to save my life, after I lost a lot of blood.

The Anun's ability to heal others is not something I really understand enough to be able to explain. An Anun individual's hands are such that, if they put them against a wall, they can 'stick' to the wall, and climb it; the same goes for their feet. When it comes to human flesh, they can do the same, and this somehow results in a healing process.

As best as I can tell, the Anun possess an ability to force 'energy', for lack of a better word, as well as some of the nutrients an individual might need to survive, through the palms of their hands, directly into a human's bloodstream. This ability generally works with most sentient lifeforms, though to minorly-differing degrees.

In general, said nutrients suffuse and rapidly heal any human being's injuries, provided that the Dragon has enough nutrients stored in their body. An Anun individual can also

just lick a human's wounds, mending them— bio-chemically stitching them shut— almost instantaneously through the same(?) sort of process.

This goes both ways. After the DNA fusion bond is complete, a human being can heal superficial and minor Anun wounds by licking them.

Anun blood, by the way, kind of tastes like grape soda.

Which is weird, because it's just as red as ours. Even moreso, really.

How to Care for an Anun Loved One

Anun are omnivorous, even capable of eating and metabolizing gold and other minerals, but they are best served meat. They really love gold, too: as a treat. Similar to how humans love chocolate, or sweets.

Early childhood food allergies are common, but are quickly eliminated through superficial genetic manipulation at an early age— at least, wif the Newer types. Heritage types still suffer from food allergies. If preparing a banquet for Anun people, be sure to ask, in every case. Nothing should really be capable of killing them, but it genuinely hurts for them to sneeze.

Although Anun dentition and digestion allows them to eat raw meat, anything beyond steak tartare is not something you'll want to serve them. You can serve them sushi, and things like dat, but, the general rule for cooking, for them, is the same as it is, for you: what would you— assuming you're a human— like to eat? In general, meat choices and selections of cuts, as well as methods of preparation, as humans would enjoy, will almost-always be satisfactory to an Anun person.

It is, however, best to keep vegetable and starch choices down to a minimum, if you are feeding guests who are practically strangers to you. Different Anun individuals have different likes, and tastes, *especially* when it comes to food; but, a lot of people are going to either have marked trouble trying to enjoy vegetables (they don't have teeth meant for grinding, most of the time), or they won't even really bother trying them.

Anun individuals more-acclimatized to Earth food tend to enjoy foods that the human cultures they've lived in, also enjoy.

In general, Anun people can eat anything where meat is a main component, even if plant matter is also a major component. For example: chilis, stews, and heartier 'soups' are okay to serve, but should probably not constitute the main course.

Anun nutrition is important if you are taking care of an ill, old, or injured person. Anun people may possess innate, almost-supernatural healing 'powers,' but, they cannot usually use these 'powers' if they do not have the raw materials enough with which to

heal themselves. **To put it simply, don't feed a sick Anun person rocks.** They can get something from them if they're healthy; but, not very much, if they're ill.

If your Anun loved one is injured, and they are unconscious and not healing, and you do not have access to an Anun-certified doctor, the best thing to do is feed them blood. Earth animal blood of any type, as well as your own blood, works wonders. Just dribble it cautiously into their mouths until you see a response. Autonomic(?) functions within their mouths will quickly feed the sustenance down their throats, and healing and restoration of consciousness should occur fairly rapidly. **Do not attempt to heal a sick loved one in this way if a doctor versed in their physiology, whom you can trust, is available.** A bonded mate's or family member's blood will have greater efficacy than any other kind of blood.

The ratio for healing is not exactly something that I would like to experiment wif. I'm sure that you understand *why*.

In general, about 150mL or more of bonded blood will bring a severely-injured Anun individual back from the brink of death; err on the side of caution, however, and introduce blood slowly. **Don't just make them chug it. Jesus, dude.**

Unconscious Anun individuals are quickly roused after the introduction of any type of blood. Why this is, I have no idea. From there, you can manage their condition much more precisely, by communicating with them, and finding out what they need.

Communication

As evidenced or at least hinted by their ability to connect to each other telepathically, vocal communication is relatively rare. Anun have always been primarily telepathic. They speak mind-to-mind. Even across species lines.

Interestingly, this allows them to communicate, and mentally manipulate, a variety of lifeforms lower than human beings. It also allows them to actively force thoughts out of human beings' heads, though this can be fought. They generally have no ability to introduce new thoughts into humans' heads, or force them to do anything, through this ability. **They can, however, eliminate the fear response in small animals, and handle them as though they were tame.**

Written communication utilizes a glyph system that produces, even in human beings, a transcendent experience in which the pertinent information appears to be telepathically projected into the recipient's mind. For non-Anun, this is incredibly disorienting, at first. Like getting stabbed through your eyes to your brain. With words. And concepts. And feelings.

As learning and teaching is done primarily telepathically, books are not really that common. Things put into books are usually incredibly important— and, many times, they are story books, detailing legends and what humans might call 'myths.' The vast majority of important information is set in videos, sometimes millions of years old, which have been translated into relevant languages. A complete set of 'tutorial' videos, narrated and taught by an orange-skinned individual of an unidentified, non-Anun(?) species, exists to teach Anun how to repair and make new colony ships, and even goes into some of the basics of artificial life.

The vast majority of learning is done person-to-person, on-site, and focuses on specific tasks at hand. Though Anun typically go to school for a long period of time, and specialize in certain areas, on Earth, learning is done in the field, almost entirely. Children typically learn in group settings, complete with 'textbooks'— though hands-on training and problem-solving skills, particularly those related to ship repair, are what's focused on the most.

Age, and Caring for an Elderly Anun Loved One

The Anun view of time is not very easy for me to explain, but thankfully, humanity has come up with some convergent measurements. Anun typically begin counting their age at birth, with their birth making them 1 years old. This is due to a cultural relic, vestigial and now hard-to-explain, where a shared Anun(?) mythology states that every child spends half of their first year of life *outside* this reality, in a place where their soul is made: typically, this place is called "Niflheim," though the spelling often differs. The second half of the first year of their life is, according to their mythology, thought to be spent in the womb; thus, they are one year old, when they are born.

The Axolotl calendar used to feature a year that was roughly two-times longer than the gestation period of a baby had between two Anun. This is no longer strictly true.

Age is a difficult thing to measure. Anun typically, but not always, measure their age not in years, but in terms of how much 'life energy' they still have left. This is an estimation of the percentage of total genetic lifespan left: it attempts to measure the point at which their bodies will no longer be capable of renewing themselves. At extremely advanced ages, the most-common cause of death is complex multi-system organ failure.

This percentage usually only increases, but can sometimes decrease. It tends to increase when the individual goes through a traumatic event. It is, thankfully, though rarely, possible for them to be healed to a 'younger', yet still-physically-mature level. Chronological age is rarely used, but it is used.

Their usual given 'age' is a simple metric of comparing the average Anun lifespan, as per (previously-rolling) actuarial charts and tables, and genetic composition, with the current individual's makeup, structural integrity, and extended phenotype. **They can tell, basically within a percentage range, how close their bodies are to failing.**

Even so, old Dragons are just the same as humans. Just like humans, elderly Anun get bad backs; they tend to slouch as they age; and, as they age, they become, generally, crankier.

For the following section, the letters aY refer to Alien Years; the letters eY refer to Earth Years.

Anun 'old age' begins somewhere around 60,000 aY, or about 204,000 eY. Again, a human calendar equivalent is difficult to come by.

The effects of aging, in general, are most-pronounced in the individual's voice: it will become markedly raspier and more-gravelly as time goes on. In general, they don't move more slowly as they age—at least, in a way that I can easily discern. However, they do tend to avoid quadripedal locomotion.

Other Anun can tell when people are getting subtly 'slower', both mentally and physically, however. As Anun minds are genuinely faster than human ones, most humans, and myself, probably won't be able to notice.

One real danger that elderly individuals can get themselves into is if they try to have children over a certain age. Childbirth is inherently dangerous with the Anun in the first place, and age only increases these dangers. Analogues to blood pressure and heart rate must be taken into account, and carefully monitored; nutrition and mental state also have to be carefully monitored through what might be called a geriatric pregnancy..

Besides that, the other dangers elderly individuals face are spinal problems, and complex hip dysplasia. The longer an Anun person lives, the more problems they're liable to have with their backs, and especially with part of their spines, due to how complex they are.

In humans, dementia, and other mental problems, may be difficult to spot, just as they're starting to come into being. With newer-type genome Anun individuals, it is said that 'dementia', or, 'madness' as they commonly refer to it, presents itself suddenly, and nigh-completely: one day, an elderly person may be fully lucid. The next, they may become paranoid delusional, scared, and become convinced that everyone, and everything, including inanimate objects, are actively trying to kill them. This 'madness' seems to be the result of genetic engineering; though it is present in Heritage-type individuals, it is much less pronounced in sudden and acute severity. Heritage-types, even when they become mentally-unwell, are thought to be capable of living forever. Newer types tend to kill everyone around them.

It must also be noted that periods of mental unwellness in otherwise-healthy individuals are well-documented. After the loss of a loved one, an Anun individual may become mentally 'unavailable' for a period of decades. This complex grieving is not something I am well-equipped to explain, nor do I feel comfortable using the experiences of my loved ones to demonstrate their inherent complexities. Companionship helps them.

Anun paranoid 'schizophrenia' which occurs as the result of pronounced age will present as an individual who becomes so scared, so suddenly, that they may inadvertently end up killing people, as they try to 'escape' the perceived threats they believe they are seeing.

Whether or not this dementia is inevitable in newer types is still not fully ascertained. I suspect that dementia is not inevitable; I think that, because a few very dangerous old people became confused, and got so scared that they killed a bunch of people in what they perceived to be 'self defense', it was assumed by the rest of the population that these relatively-rare, isolated incidences are representative of the whole of this genome's expected future experiences. Thankfully, they may not be.

The reason that this is mostly a concern is because Anun who are in the equivalent of a human's 80s are just as spry and dangerous, if not even more dangerous, than they would be in their 20s, due to experience. A scared Anun individual is actually impossible to defend oneself against. It's like trying to hold a cat who doesn't want to be held, only they can suplex a fucking semi-truck with ease; rip you in half; & burrow through a brick wall.

Functional Considerations of Age

As Anun live for a very, *very* long time, I feel that it would be helpful to present some ages of individuals whom I know. To give you an example of what the aging process is like.

Let's first take my adoptive Mother. She is roughly 33,000 Axolotl years old. In Earth years, give or take, She is over 100,000 eY years old.

An individual of about 33,000 Axolotl/Alien Years (aY) is roughly the same age, physically, comparatively, as a human in their 30s. This is not a strict comparison: it's merely a functional one, to help you mentally visualize their aging process. Human beings cannot fly.

An individual of 40k aY would appear slightly older, but would only be slightly less 'spunky' than a 30k aY individual. And so on; and so forth.

Physical degradation does not occur very much, up until the age of 60k aY: take my grandmother, who is only slightly less-agile than my mother. Even after 60k aY,

physical disability is not really the issue, due to their biology, and their technology. Their main worry is getting dementia.

Miscellaneous Minutiae

Anun have the innate ability to re-generate any part of their body, willfully. Using this ability, they can 'eat' germs that are on any part of their body. Anun individuals, more often than not, are completely and totally externally sterile, as well as internally sterile. They do not carry any disease.

Though Anun diseases, of course, exist, there are no real diseases you're going to 'catch' from an Anun. They managed to perfect vaccination, and virtually eliminate or cure all forms of disease, before the Earth even came to be. So, when you're taking care of a 'sick' Anun person, don't worry: any virus they're susceptible to, isn't going to be transmissible to a human. More than likely, 'sickness' is some form of cancer, or organ failure.

On the note of cancer: though they are genuinely resistant to radiation, cancers metastasize and grow very quickly in their bodies, when they do appear. These need to be cut out statim; get it all out. Then, they can heal.

Also, do be careful, as a human, around their larger pieces of technology. Anun are immune or resistant to most forms of radiation: you aren't. Some of their ships' radiation, if not shielded, can melt human skin.

Technology

Once, my adoptive aliem grandmother quoted Arthur C. Clarke to me, to explain why human beings thought that they (the aliens) were Gods.

As the quote goes, "Any sufficiently advanced technology, is indistinguishable from magic."

And so it goes with the aliens.

Basic Overview

Human (metric or imperial) measurements are not readily available for some of the functions of their technology. There are no easy corollaries for futuristic, space-age technologies one might expect from a space-faring people. For example: there are

several propulsion systems that they utilize, but none of them operate on any principle that's easily explained, as almost none of the technology uses any principles that human beings understand.

Through correspondence with one of them, I've determined that the speed they traveled at, over the course of two of their weeks, to reach Earth, was at a minimum of 327 light years per second. This is assuming that the galaxy we used to judge this by, is actually 212 million light years away.

And that is by no means anywhere near their maximum speed. Human beings consider 'light speed' to be an unbreakable barrier, requiring infinite energy. This technology does not obey that Human law.

Much of their technology is built on things that violate Humanity's conception of natural laws. They have batteries which recharge themselves. Their main power system operates on the potentiality of power: not by its actual physical presence. That is to say: they can create a scenario in which power that will or would be there, in another timeline, can be utilized.

A lot of it is based on a few principles used in their E.M. technology. E.M. Machines, or Energy-to-Matter Machines, serve to convert energy into matter, and vice-versa. Anyone can store and retrieve unlimited copies of *anything* wif these machines. Larger models which can be used to create ship parts, are also available. A few other technologies depend on E.M. technology, in order to function.

Like forcefields. Basic and advanced forcefields are in effect in differing parts of any ship, and underlying forcefields run through solid matter portions of the ship, serving to protect people in the case of a hull breach.

True 'hard-light' holographic technology exists. It is mostly used for communication (conference calls, across long distances), and has some applications in ships' interfaces, as well as a majority use in children's toys.

Virtual and augmented reality, with tangible virtualized items, is also available. Holographic life was once experimented with, but all 'artificial' forms of life are now required to have proper matter or energy bodies.

"S-Steel"

Many aspects of Anun technology are made out of a dull, grey, pliable bio-metallic 'alloy', which we will call 'S-Steel'. From the windows, to the walls, to the floors and ceiling, to even some parts of the outer hulls, the starships the Anun came in are built out of basically the same uniform material. S-Steel behaves similarly, in some aspects, to shape-memory alloy.

The alloy has an official name, but it is hard to say, and I don't like it.

The material can be rendered hard, soft, pliable, malleable, and anything in-between. In some places, it is as soft and malleable as clay; in others, it's virtually impenetrable. You aren't supposed to eat it; it's pleasantly chewy.

The alloy itself has a self-cleaning feature, which eats microbes and dead organic matter. It breaks down this tissue on a microcellular level, and is programmed to avoid large masses, so that corpses are not subsumed into any floor which consists of the alloy.

If I were to walk barefoot on activated S-Steel, my feet would begin to sizzle. I'm assuming that this is due to calluses.

This happens to Anun individuals as well, but, because they're a lot sturdier than a human is, it doesn't bother them as much. But, they tend not to walk barefoot on floors made of this, unless they de-activate the cleaning feature first.

Through various processes, the alloy can be made 'electrically' conductive, or resistive. Please note: the aliens do not use 'electricity' as their main source of power. When I say 'electrically' conductive, I'm referring to the white energy they use to power things.

While technically 'alive', S-Steel is not usually sentient, nor sapient.

Anun ships are usually filled with many 'cubes' worth of this alloy, and are positioned within special manipulation systems which allow for on-the-fly room creation, customization, and deletion.

Specialized subroutines prevent individuals from being crushed or killed when rooms are 'deleted', or moved, and failsafes allow for anyone 'trapped' in even a half-closed S-Steel room to pull the material apart with their bare hands (even humans, and Anun children). This is a safety feature, designed to aid in an individual's escape, should they become trapped in a derelict, unmanned spaceship.

I will not be detailing the method by which this system is controlled, in order to safeguard innocent lives. Rest assured that it is loaded with failsafes.

Appliances made from S-Steel can also be produced from the walls themselves, to make 'built-in' displays, and wall-mounted computers, as well as additional control panels. Hidden lights & cameras can also be produced.

S-Steel 'furniture' is a thing, but it's viewed as being rather tacky. Most individuals prefer to have furniture made out of materials from the planet they're stationed on.

Artificial (Techno-Organic) Life

Much of Anun history is lost to time. However, one isolated incident deep within that overall 'lost' history is quite thoroughly recorded, through extensive eye-witness accounts, written thousands upon thousands of years after the fact. These personal accounts speak of an Anun singularity event.

At the end of a war, artificial life had been created. Sentient, with bodies built of a marriage of organic and inorganic compounds, and with all the features, and emotions, of 'organic' life. Born into robot bodies that were originally used to build spaceships, the 'synthetic' lifeforms quickly rebelled, and overpowered the Anun, at nearly every strategic chokepoint.

What isn't recorded is how they were stopped, or the ultimate end of that 'incident.' One fairy tale records that one of the synthetic lifeforms stopped all of the others, and 'put them all to [sleep].'

This tale is highly-apocryphal, given that it was allegedly recorded by a legendary, possibly-nonexistent figure— an Empress. It reads more like lyrical poetry than a historical account. It is also the earliest record of the Bhue, wherein it mentions their "Emperor", without giving a name.

Nevertheless, sentient, bipedal, techno-organic lifeforms exist within the Anun ships. They largely appear to be modeled after the Anun themselves, but possess mental and physical capabilities far exceeding them.

Weaponry

Anun weaponry is mostly energy- and particle-based, though lightspeed mass-drivers and temporal weaponry exist. These are people who can harness the power of a star and fire it like a gun. If you assume that they might be able to do it, they probably already have done it.

Below is a short list of a weaponry I have seen, and handled.

Note: human weaponry can often be augmented with a custom E.M. module, allowing for ammo to be replicated, in-place, cedar-box-esque.

The Humble E.M. Pistol

Incredibly tiny, especially compared to common human weaponry. Comes in white and not-white. More of a tool than an actual weapon.

Has several dials and switches and levers on it, all of which correspond to macro commands that I never learned how to program. Can be used to generate matter: you can use this like a molecular glue gun. Uses a standard, self-recharging white-hole battery.

Can ostensibly be programmed to fire any object, any pattern— within reasonable size limits.

Default settings go from 0 to 13, with 13 creating a mostly-formless, circular 'blast', that can completely annihilate most matter.

Can be programmed to mimic the effects of a human-built rail gun.

Can be used to capture remote objects and replicate them.

As someone who used this fucking thing for 20 **long** goddamned years: it's a'ight.

Quite frankly, human weaponry is easier to use. And less dangerous.

Using this thing for 'crowd control' is like trying to fill a shotglass with a fucking fire hose.

The Blaster

Boring.

About the size of an ordinary human sidearm, with a truly *stupid* huge 'scope' on it. Has various settings, labeled 1 to 14: can obliterate Anun flesh at its highest settings, 13 and 14. Does not cauterize wounds. **Historically used as a weapon that doesn't usually hurt fellow Anun, but can quickly 'sterilize' an area.**

The Linear Cannon

A directed-energy weapon, roughly eight feet in length. Fired similarly to how a human long gun is— or a Stinger missile.

Has absolutely no kick-back: slices through even the toughest of Anun materials with shocking, frightening ease.

Kills people like you're sending a 'cold' laser beam through them: no smoke. Only a hole is made.

The Alien 'Assault Rifle'

One of many similar designs, all of them far too intricate for me to differentiate. Releases individual 'energy' 'bolts', which, after firing, 'round' themselves, and attempt to seek out enemies on their own. VERY weak homing: it's possible for this to swap and snap to targets you do not intend. EXTREMELY dangerous to use around any friendlies who aren't 'immune' to high temperatures, or large amounts of energ(ies) being fired directly into their butt(s).

Comes in non-homing varieties. Think, like, a fucking belt-fed rail gun.

A goddamned gun that fires lightning

It's a goddamned gun that fires lightning.

This is exactly what you think it is. Often produces lightning bolts, and further electrical discharge, esp. when fired within Earth's atmosphere. Its effective range, utilizing ~~a crude optical scope~~ a scope my dumb human-like eyes can't use right, is usually severely limited by the relatively-short distance to the horizon.

Outside of Earth's atmosphere, terrifyingly, there seems to exist no ineffective range.

The Core Refueler

An improvised weapon, usually used to 'spark' (black start) engines, and cores used as batteries— in order to make them start self-recharging.

Weighing over 400 pounds, when fired unfocused, produces a lightning-like, directed energy beam, with a wide spread; when focused, produces something like a white energy 'sludge'. It is basically a white hole, squeezed through a hose.

D-Metal

Not its official title. A specific alloy of metal designed to kill a species whose name is now lost to time and memory. Is used in ceremonial weapons, but especially long executioner's blades, as it is said to be unable to harm innocent lifeforms. As you'd expect, yep, it is perfectly capable of harming innocent lifeforms. **It's a fucking sword.** What'd you expect?

H-Steel

Not its official title. This is a specific alloy of metal that is designed to actively 'bind' with organic matter, and obliterate it in the style of, say, a matter/antimatter reaction.

Dangerous to even look at: if you drop this fucking thing pointed down at the floor, there's a high potential for it to melt its way straight through to the core of the fucking Earth.

There's a reason these things are only allowed to have hilts and handles bigger than their blades.

Spaceships

The Axolotl Empire, as well as the Anun in general, have as much technology, and as much variation to that technology, as you could ever hope. There are as many Anun civilizations as there are star systems in the Milky Way galaxy; probably more, actually. And someone is *always* inventing something.

To teach you about starship variety is akin to teaching you, say, every single vessel ever made by a human being—times a septillion. There are simply too many of them, and the vast majority of them, I've never interacted with, on Earth.

So, instead, I will detail the starships they have, here. Because, being Exiles— or, Refugees— they don't really have all that much in the way of starship variety. This is owed to the ships mostly being cutting-edge designs— mixed in with a lot of very drab, bog-standard, workhorse starship tech.

The colony ship I grew up on, is new, but not the newest on Earth. That would be the one under Japan. The oldest ships are the most-heavily armed ones, while the newer ones have more *interesting* weaponry.

So let's go over ship technologies.

Ship Technologies

If you were hoping for hyperspeed or warp drive, you might come away from this experience disappointed. In fact, if your motive for interacting wif these people is to selfishly take their technology, *boy* are *you* in for a **surprise**

While space-folding technology allows the Anun to 'teleport' great distances, it honestly just scares the living shit out of them, as it's less safe than just *moving* there. Moving through physical space is the safest route; traveling without moving is the second safest, though it's hard to explain. I do not understand the mechanics of much of it.

The Anun are able to break the speed of light, effortlessly.

Teleporters exist in both varieties: the one that breaks you down into the smallest bits of quantified energy and technically kills you, and one that just transposes space, leaving you in one piece. The Kill-You style teleporters are rarely used, but, having been through one, even though you technically 'die,' your consciousness remains uninterrupted. It's weird. Anun are so afraid of these things that they unilaterally refused to use them as weapons.

Instead of Kill-You style teleporters, Anun typically use 'transporters', which fold and then transpose pockets of space, allowing for seamless transportation between two areas. They also use technology which allows for both powered and unpowered connections between two regions of space: this allows for 'wireless' connections of many stripes.

Their ships' engines and the 'cores' that power them are similar, but not exactly the same. 'Cores' are basically giant, 'self-recharging' batteries, which seem to either be quantum energy generators, and/or portals to white holes. Cores which utilize white holes produce far too much energy to be used for more than seeding ordinary cores.

Each core and subcore contains at least one functional singularity, though it does not appear to be a black hole. This singularity is rendered harmless if the core is destroyed, as it is not really the representation of a physical object in our reality, but merely a projection of a phenomenon that exists outside our state of reality, in a place where the natural laws seem to be different. It comes apart like cotton candy, and I don't understand why.

The Dragons on Earth have three basic spaceship types. Some features will not be discussed, for security reasons only.

The Corsair / Corvette.

Known to humans as the 'black triangle ship.' A fast scout ship, as well as one with considerable firepower. Mostly used in scouting or escorting larger vessels, though is an attack ship in its own right.

You see a lot of these because they are quite literally just random Anun individuals who are going out into the open, usually to do things like pick fruit, or go for 'exotic' groceries. Most of the time, yeah: they're merely running errands.

The Humble Cargo Ship

It's a giant fucking rectangle.

This is the ship that's commonly described by humans as 'rod-shaped'. It's really just a giant grey rectangle, when it's unconfigured.

Pretty thick. Looks like a flying brick. Because that's what it is.

A flying brick.

Four engines that function as 'cores'. Does not *technically* come with weapons.

Technically.

The Flying Saucer-Shaped Colony Ship

Perhaps the thing that's boggled my mind the most is, these things are nearly a hundred miles wide, and yet they're some of the most-common sightings. I know why, but I'm not gonna tell you.

A standard colony ship can be roughly subdivided into 8 subsections, on average. This is not really necessary, as, were the ship a pizza, there would be no real 'slices'. But it helps in understanding its construction.

Each ship contains at least one Main core. This Core sends out power to different junctions, and the power wells in things called "Subcores". The Core, and Subcores, are movable, and their position will vary, ship to ship.

Because of the very nature of the Cores, each Core and Subcore, and every single engine, can effectively function as a weapon. Each 'Core' can be used as an engine, for propulsion; and, energy can be directed from any angle, out of the Core, to be used in an attack.

In effect, because of this, most Anun ships do not have what most humans would probably call 'guns'. There are some that do have guns, and they're larger than Corvettes. The guns themselves.

I just want to close here by saying: yes, they have terrifying super weapons.

Did you really think I was going to tell you what they are?

Not yet anyway!

EMERGENCY INFORMATION

IN THE EVENT OF ANOTHER APOCALYPSE, DO NOT GO TO THE SHIP UNDERNEATH JAPAN. THE SHIP THERE IS CALLED "Edo". NO ONE THERE IS GOING TO BE ABLE TO HELP YOU. THERE ARE FUCKING HORRORS UNTOLD THERE.

In the case of another Apocalypse, it's going to be pretty fucking obvious where their ships are. There are currently 3 ships that are easily accessible to human beings: one, underneath North-Central Illinois, where I grew up; another, underneath Los Angeles; and a third underneath Australia.

Do not, under any circumstances, attempt to breach Edo.

Conclusion

And so, this guide comes to a close. There are myriad odds and ends, and I just want to mention a few things that did not fit anywhere else.

I have seen these people eat tree branches; rocks; gold; and liquids heated in excess of 900 Kelvin. They are practically indestructible, and thank fucking **God** for that.

They possess an immunity to all human diseases, and are generally incapable of passing along diseases to humans. Seeing as they've been here since the start of Humanity, there's little to no biological danger from them.

And, before we launch into the Odds and Ends section, proper—I want to tell you my favorite part about them.

They are like giant kitties. :3

Play and Affection

While Anun individuals are, in general, pretty much like human beings, they're *better*. And their demeanor is markedly more mild, friendly, and *open*. Anun individuals, when you make friends wif them, love hugs.

Anun children tend to play similarly to human children— though, because Anun individuals become capable of abstract thinking much sooner, around the age of about 5 Earth years, Anun children tend to diverge from their human peers quite early in life.

An Anun five-year-old is capable of understanding basic college-level human course work, but generally does not have the patience nor the discipline enough to sit through such things.

Just like with human kids, it is often lamented by Anun mothers that their children simply grow up too fast.

Luckily, the Anun are genuinely playful, even into their old age. This is best illustrated in their familial bonds, and close social interactions.

In humans, affection from parent to child is expressed through hugs and kisses. In Anun, the same can be said, though Anun kisses are basically just like cat-like licking, usually on the child's scalp. As the Anun possess a tongue that's roughly analogous to that of an Earth cat's, it feels very much the same, yet softer. It is not 'sharp', nor does it appear to consist of bristles— at least, when viewed by the naked human eye.

Hysterically, from their Anun moms kissing them like this, humans tend to get bald spots on the tops of their heads, usually visible on the first day of school, as it's one of the first times Anun kids are all in the same general area, in large groups.

Another way to express affection, particularly between adults, is to pet an Anun individual **whom you know very well, and have asked if you could do this**, on the head.

It's kind of funny. As a child, any Anun person I asked would pick me up and hug me, and allow me to pet them. This is perfectly ordinary behavior for them.

When petted, Anun individuals reflexively, and sometimes involuntarily purr. It's like having a tiger as a friend, and you know they won't hurt ya.

It's fun to pet the one Anun person you *really* know. Pet them enough, and they can get *really* energized. Like, I'm talking, zoomies.

Communication

The Anun on Earth have many different written languages, but most have been taught, and can read one official language. There are many different 'dialects', and constructed and natural vocal languages, but the Anun do not primarily communicate through any form of language that human beings are familiar with. It's all telepathic.

I must note that, to say that the Anun are a hivemind, is a gross misrepresentation of reality. Each Anun person is an individual, unable to be controlled or manipulated through the common telepathic link, to the same extent that human beings are unable to be directly controlled through verbal communication.

Each Anun person has their own thoughts, emotions, feelings, hopes, dreams, needs, and desires. They are as much individuals as any human being.

Where Anun individuals differ is that they can communicate through telepathy. It is a mental link that can be initiated at will between Anun individuals, and can be used to communicate to most sentient lifeforms. It is similar to a mental Internet, though Anun individuals can and do communicate directly with each other, at the level of conscious and unconscious thought.

The range and varieties inherent within this mode of communication are seemingly limitless, especially when augmented with even basic Anun communication technology.

It must be stressed that the Anun do not possess a 'hivemind'. They are not part of one. Their main method of communication is difficult to explain, as human beings have never come in contact with such a thing. I find it best to use a thought experiment to help describe it.

Imagine that you are sitting in a room, and everywhere around you, you can talk to anyone. You can call them up with your mind, and see their faces, their bodies, and query their thoughts. You can ask anyone alive, any question that you want, and they will answer— if they are willing. And most everyone is willing to talk to you.

Now imagine that the room has no walls, and you can talk to people *light years* away from you. Instantaneously.

This is the Anun 'groupthink', for lack of a better word. It is a sort of cooperative thinking that can be accessed even while they are asleep. It allows for quick and easy communication, from everything from domestic cooperative tasks, to blink-and-you'll-miss-it tactical decisions.

As the Anun mostly communicate through thought, they very quickly learned how to *record* their thoughts, as well as their dreams. This is one of the primary uses for their computer systems' intranet: to preserve and distribute mental images, including memories, thoughts, experiences, and dreams. **Some even stream their dreams, live.**

The Anun are a fascinating peoples. And I hope, so very dearly, that, in the future, you can become their friend, as I have.

They are fun to pet. ('•ω• `) You can REALLY rile them up if you pet them a lot.

Yeah I said that before. It's really important.

Probably the most-important thing you can know about them.

A Note on Technology

While I have endeavored to provide as much information as I could in this book, I realize both that I have sometimes repeated myself, as well as mentioned some things without going further in-depth. There are reasons.

First and foremost: this book is written as I would teach someone about the subject(s). But, second, and most-important, is that there are simply things I do not know. Third, there are aspects that I simply cannot go into without endangering innocent life. Please understand. Please wait warmly.

One particular omission that I would like to address, however, is that I do not mention exactly what their technology 'runs on'. If I could tell you, I probably would not. But I can tell you it's not electricity.

Even though I've worked with their technology, installed new devices of theirs, and even repaired them, I cannot tell you what many run on. However, I am willing to give you a few 'hints' as to directions Humanity could go in, research-wise, to try and replicate their technology.

Humanity has already stumbled upon one of their technologies through the study of Electrogravitics. Human Holographic technology is also on the cusp of achieving something like what the Aliens are capable of.

There was a little bit of space left at the end of this page, in the physical book. So I'd like to use it to detail some of my experiences wif the space aliems.

In general, being a kid on one of their ships was fun, because, everybody was so lonely, and they wanted to have children, that you could pway with any of them, almost like they were related to you.

I could pet anyone I wanted to, and they'd hug me, and hold me, and picks me up. And I could eat with anyone, and share my food wif dem.

I miss them very much.

Final Notes

To write a book about an entire sentient species, spanning the galaxy, is virtually impossible. But, it is made even more difficult, by the fact that there are several other alien species on Earth, which I either have not mentioned, nor really gone into. I will briefly detail them here.

Many of these species existed around the Anun. One is not from this universe, or even this dimension, or timeline. Some are hybrid species.

The Bhue

The inspiration for gremlins, goblins, and probably Kappa, are far too mysterious and advanced for even I to know much about them. What I've told you about them is mostly conjecture, inferred from incomplete information and my own personal observations. This is an alien species so mysterious and powerful that even the Anun have trouble tracking them down. At least part of the Anun's technology is an amalgamation of theirs.

The Bhue are so advanced that they pilot planets as spaceships. They also probably don't have a real name: "Bhue" is taken from the characteristic, reality-bending color of their planet: said to be striped blue and yellow, with some sort of otherworldly color 'bending' that does not produce green. It looks a bit like a smaller Jupiter.

The Echidna, and the "Martians"

You can thank a Martian for this fucked-up timeline.

Those people commonly called the "Nordic Aliens" are not really... something I can write a book about. They exist at the exact opposite end of the galaxy, respective to where Earth is. They live near an off-shoot of the Anun, who I will refer to as the "LG". A similar species, often thought to be angels, also exists on Earth.

The Anunnaki were, at one time, slavers to over 100 space-faring species. At the time of the height of their latest Empire, they were bordered by, in their home quadrant: A race of energy beings, who live within stars, and build starships around them.

A plant-like species of short, genderless, child-like people.

Many different species at Earth-like stages of development.

Several species which only exist as the result of cross-species baby making, Anun and another species. There are others, but that is another time, and another place.

Thank you for reading.

I hope the space aliens come back, soon.



Love and Cuddles,
Dragon Princess Margaret Gel
June 24, 2021